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Subject: Re: Image overlay

Posted by [Craig Markwardt](#) on Wed, 02 May 2001 15:32:04 GMT

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raymond.pete@maine.edu (Raymond Pete) writes:

> Need some help here guys.. if u dont mind..  
>  
> I have a Tire displayed using tv.. I also below that have an image file  
> that i have read in using a function i wrote to read a proprietary image  
> extension displayed in a 2d section.. my issue is i want to overlay the  
> data image file onto the Tire to show the properties as such.. any  
> functions or advice would be GREATLY appreciated..  
>  
> NOTE: the image file is setup as an 8-bit RBG file one byte per pixel..  
>

I see you posted twice, perhaps for effect. What do you mean you have a "Tire" displayed? Is this the tread-frayin', Explorerer-flippin', lawsuit-makin' kind of tire? Or some other kind of specialized data plot?

If you want to overlay one image on another, that can be as easy or as hard as you want it to be. If you just have clusters of data then in principle you can modify your original tire image using WHERE on your data with a threshold. I.e,

```
wh = where(data GT 0)
tire(wh) = data(wh) ;; Make this more complicated as needed
```

If you want something like transparent overlays that is a little harder and probably involves a separate transparency channel. Perhaps somebody else can elaborate.

If you just want to overlay a coordinate system on an existing image, then there are some good options. My PLOTIMAGE will display an image with coordinate axes, and you can even do X RANGE and Y RANGE selection. Liam Gumley's IMDISP does something similar. Once you do that then you can OPLOT symbols to your heart's content.

Craig

Markwardt IDL Page:

<http://cow.physics.wisc.edu/~craigm/idl/idl.html> (under Graphics)

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Craig B. Markwardt, Ph.D.      EMAIL: [craigmnet@cow.physics.wisc.edu](mailto:craigmnet@cow.physics.wisc.edu)

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Subject: Re: Image overlay

Posted by [Rick Towler](#) on Wed, 02 May 2001 21:15:34 GMT

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this should be in the FAQ if it isn't already....

You can take the approach outlined by Craig or you can go the transparency route. If you go down this road be aware that it is best done in object graphics. Take a look at David Fanning's IMAGE\_BLEND program found at:

<http://www.dfanning.com/documents/programs.html>

-Rick

"Raymond Pete" <raymond.pete@maine.edu> wrote in message  
news:Xns9094D67984AC6raymondpetemaineedu@12.23.198.86...

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Subject: Re: Image overlay

Posted by [Rick Towler](#) on Thu, 10 May 2001 20:19:58 GMT

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This solution escaped me at the time of my previous post. The result of using alpha blending to combine two pixels can be easily calculated:

$$\text{result} = \text{ALPHA} * \text{srcPixel} + (1 - \text{ALPHA}) * \text{destPixel}$$

where

ALPHA - ranges from 0.0 to 1.0

result - Is the alpha blended color

srcPixel - Is the foreground pixel

destPixel- Is the background pixel

with an alpha of 0.0 the result will be the background pixel and with an alpha of 1.0 the result will be the foreground pixel.

-Rick

"Rick Towler" <rtowler@u.washington.edu> wrote in message  
news:9cptae\$sk6\$1@nntp6.u.washington.edu...

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